



# United States Department of the Interior

## FISH AND WILDLIFE SERVICE



Potomac River NWR Complex  
Elizabeth Hartwell Mason Neck NWR, Occoquan Bay NWR, Featherstone NWR  
14344 Jefferson Davis Hwy  
Woodbridge, VA 22191

July 1, 2010

Dear Friend,

Thank you for your interest in the Mason Neck and Occoquan Bay Management Hunts, coordinated by the Potomac River National Wildlife Refuge Complex, Mason Neck State Park in Fairfax County, Virginia, and the Virginia Department of Game and Inland Fisheries. **Please read the enclosed sheets carefully so that you will be applying to the correct locations for the right hunt.** Any incorrect or incomplete information may result in your application being voided.

### *This years hunts:*

The Mason Neck Management Area Hunt will be conducted in the same manner as last year with only three hunting days. Refuge staff will handle the hunt and share duties with Mason Neck State Park.

The Occoquan Bay Hunt will occur for two days this season and the hunts will be handled by Refuge staff. It is possible that if enough deer are not harvested on the previous hunt days, an additional hunt day in January 2011 for STANDBY hunters only will be added. Hunters who were unable to obtain a hunt permit for the first two days will be given an opportunity to call in to get on a list for the possible hunting day in January of 2011.

There also will be one special hunt handled by the Virginia Department of Game and Inland Fisheries (VDGIF) at Occoquan Bay NWR designated for generation hunters. Call (540) 899-4169 for additional information on the VDGIF generation hunt. **Please note – The application form in this packet can not be used for the Generation Hunt - You must contact VDGIF. The Generation Hunt information can be obtained from: <http://www.dgif.state.va.us/hunting/managedhunts/> Click on Hunting Workshops – Deer.**

### **CALENDAR OF DATES TO REMEMBER – CHECK CAREFULLY! IF YOU CAN'T MAKE THESE DATES, DON'T APPLY!**

**Last possible postmark for applications – September 24, 2010**

**Mason Neck and Occoquan Bay Orientations – October 23, 2010**

**Swap, Standby, and Extra Permit Sales Date October 23, 2010 12:00pm**

**Lottery tentatively scheduled for September 29, 2010**

**Selection Notices mailed October 1, 2010**

**Mason Neck Scout Day – November 7, 2010**

**Mason Neck Hunt Days 11/18, 11/19 & 12/10, 2010**

**Occoquan Bay Hunt Days – Dec. 14 & 16, 2010 and possibly Jan. 15, 2011**

Applications must be postmarked no later than 9/24/2010. Only one hunter name can be associated with each application. Applications from several people may be mailed in the same envelope and covered by same check. Your application receipt date will be determined by postmark – the refuge is not responsible for late or misrouted mail.

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**A \$10 fee is required for each hunting opportunity on the application - \$10 for Mason Neck, \$10 for Occoquan Bay, or \$20 for Both Hunts. Please mail application and payment to: Potomac River NWR Complex, 14344 Jefferson Davis Hwy., Woodbridge, VA 22191-2716. Checks can be made payable to U.S. FISH AND WILDLIFE SERVICE.**

**U.S. Fish and Wildlife Service  
National Wildlife Refuge System**

**Quota Deer Hunt Application**

OMB Control Number  
1018-0140  
Expires 01/31/2012

Follow instructions in the refuge hunt publication; all fields may not be required.  
Read and comply with all refuge regulations, including application deadlines.

<b>1. Name of Refuge</b>	<input type="text"/>	<b>2. Date of application</b>	<input type="text"/>
<b>3. Legal Name</b>	<input type="text"/>	<b>Area Code/Phone No.</b>	<input type="text"/>
<b>Mailing Address</b> <input type="text"/>			
<b>City, State, ZIP</b>	<input type="text"/>	<b>e-mail</b>	<input type="text"/>
<b>4. Method</b>	<input type="text"/>		
<b>5. Hunt Date Choice</b>	1st Choice <input type="text"/>	<b>6. Hunt Location Choices</b>	1st Choice <input type="text"/>
	2nd Choice <input type="text"/>		2nd Choice <input type="text"/>
	3rd Choice <input type="text"/>		3rd Choice <input type="text"/>
	4th Choice <input type="text"/>		4th Choice <input type="text"/>
	5th Choice <input type="text"/>		5th Choice <input type="text"/>
<b>7. Special Hunt</b>	<input type="text"/>	<b>7A. Youth Hunt Only: Age at time of hunt</b>	<input type="text"/>

Print Form

**8.** I have read and understand the refuge hunt regulations and agree to abide by the regulations governing hunting on the refuge.

Hunter signature

Guardian signature (required for hunters under 18 years of age)

**For Office Use only:**

☐ Payment Exempt/No fee ☐ Payment required

**Payment Type:** Amount:

☐ Personal Check ☐ Cashiers Check

☐ Money Order ☐ Other

Date Received

Notes

**Notice**

In accordance with the Privacy Act (5 U.S.C. 552a) and the Paperwork Reduction Act (44 U.S.C. 3501), please note the following information:

1. The issuance of a permit and collection of fees on lands of the National Wildlife Refuge System is authorized by the National Wildlife Refuge System Administration Act (16 U.S.C. 668dd-ee) as amended, and the Refuge Recreation Act (16 U.S.C. 460k-460k-4).
2. The information that you provide is voluntary; however submission of requested information is required to evaluate the qualifications, determine eligibility, and document permit applicants under the above Acts. It is our policy not to use your name for any other purpose. The information is maintained in accordance with the Privacy Act. All information you provide will be considered in reviewing this application. False, fictitious, or fraudulent statements or representations made in the application may be grounds for revocation of the permit and may be punishable by fine or imprisonment (18 U.S.C. 1001). Failure to provide all required information is sufficient cause for the U.S. Fish and Wildlife Service to deny a permit.
3. We estimate the public reporting burden on the applicant for information collection to be 30 minutes. This burden estimate includes time for reviewing instructions, gathering and maintaining data and completing and reviewing the form. You may direct comments regarding the burden estimate or any other aspect of the form to the Service Information Clearance Officer, U.S. Fish and Wildlife Service, Mail Stop 222, Arlington Square, U.S. Department of the Interior, 1849 C Street, NW, Washington D.C. 20240.
4. Routine use disclosures may be made: (a) to the U.S. Department of Justice when related to litigation or anticipated litigation; (b) of information indicating a violation or potential violation of a statute, rule, order, or license; or license to appropriate Federal, State, local or foreign agencies responsible for investigating or prosecuting the violation or for enforcing or implementing the statute, rule, regulations, order, or license; (c) from the record of the individual in response to an inquiry from a Congressional office made at the request of the individual (42 FR 19083; April 11, 1977); and (d) to provide addresses obtained from the Internal Revenue Service to debt collection agencies for purposes of locating a debtor to collect or compromise a Federal Claim against the debtor, or to consumer reporting agencies to prepare a commercial credit report for use by the Department (48 FR 54716; December 6, 1983).
5. An agency may not conduct or sponsor, and a person is not required to respond to a collection of information unless it displays a currently valid OMB control number. This information collection has been approved by OMB and assigned control number 1018-0140.



# MASON NECK MANAGEMENT AREA DEER HUNT ORIENTATION AND REGULATIONS SUMMARY 2010

CONDUCTED BY: MASON NECK NATIONAL WILDLIFE REFUGE  
& MASON NECK STATE PARK, LORTON, VIRGINIA

**Aide** - unarmed helper for medical/safety reason or driver/chaperon, authorization must be noted on permit at time of purchase.  
**Alternate** - hunter with valid permit not assigned to a day but eligible to come fill spots if hunters do not show or leave early  
**Standby** - lottery status of an SB and number on their notification letter, eligible for unclaimed permit if meet all requirements  
**Boundary** - perimeter of hunt area marked by orange Carsonite posts, absolutely not to be crossed without escort from Park/Refuge Staff

**PURPOSE** - The purpose of the hunt is to maintain the deer herd at a level compatible with the habitat while minimizing disturbance to wildlife, especially bald eagles, and other visitors. To have maximum impact in a limited time, hunters are encouraged to take doe, thereby decreasing the herd's reproductive capability as well as reducing the current number of deer.

**HUNT PERMIT** - Permits are for one assigned hunting day with an option to show up on other hunt days as an alternate. Alternates fill spaces if assigned hunters do not show or leave the field early. To spread hunters out, each permit is for a designated parking lot. Once in the hunt area, the hunter may walk anywhere in the main hunt area. Permits are initially assigned by lottery. **Hunters selected in the lottery must certify with their weapon before attending an orientation in order to buy their permit.** These hunters have until 11:45am on October 23, 2010, to buy their permit, after which the permits will be offered to qualified standbys. Any permits remaining after the standbys have purchased their permits are then made available to any hunters who wish to purchase additional permits to guarantee additional hunt days. Permits are \$20.00. Golden Age/Senior Pass and Golden Access/Access Pass discounts apply to permit fees.

**SWAPS** - Some hunters like to change their permit to suit their schedule or hunt with a family member. Hunters may trade between hunters or for unclaimed permits during the standby and extra permit sales. All trades must be approved and registered with hunt staff by the end of standby and extra permit sales so admittance rolls may be prepared for hunt days. To trade, each hunter must have already purchased a permit. No one may hold a permit for a person who has not completed all requirements and purchased their own permit.

**STANDBYS** - Some applicants selected for permits never complete the requirements and do not claim their permits. These unclaimed permits are made available at the end of all the orientation sessions to persons selected as standbys from the lottery. Standbys may claim a permit only if they have completed weapons certification and orientation before the swap and extra permit sales. Once a standby purchases a permit, their status changes to assigned hunter, which is the same as any person selected initially in the lottery. Standby sales will be held at Northern Virginia Community College on Saturday, October 23rd starting at 12:00pm and end when sales are completed. Staff will not wait for tardy participants.

**ORIENTATION-** Applicants must attend an orientation session to learn requirements and safety measures for this hunt and have their certification card stamped with the attendance date. Several sessions are offered to provide a choice for participants. Attending orientation sessions from a previous year, for another hunt, or at another agency's session can not be counted towards this orientation requirement because of annual changes in regulations.

**CERTIFICATION** - Applicants must certify on a range and are limited to shotgun(s) 20 gauge or larger and #1 or larger buckshot (20 gauge may use #2 or #3 buck). **Certification consist of firing from an off-hand position, one shot at a 14" square target at 25 yards, with a passing scores of at least 3 pellets for 000, 4 for 00 or 0, 5 for #1, 6 for #2, and 7 for #3. Each hunter will be allowed 3 attempts per weapon.** Weapons and ammo may be added to the certification card any time before the hunt. Only weapons and ammunition qualified with and listed on the certification card may be used or possessed during the hunt. No permit will be issued to any person not certifying on an approved range. **All participants must qualify. Qualification cards from 2008 & 2009 are valid for this years hunt.**

**SCOUTING** - The hunt area will be open for scouting on Sunday, Nov. 7 from 9:00am until 5:00pm. Friends and family (no pets) may accompany hunters during scouting. Parking fees for the state park are waived on the official scout day if a permit is displayed. **On non-scouting days, hunters may visit park and refuge areas open to the public but must obey all rules and regulations including payment of fees and not entering into closed areas.** Weapons are not permitted during scouting. **Reflectors, ribbons, or any other material used to mark your desired path on assigned hunt day will no longer be allowed during scouting or any other time of the hunt.**

**HUNT AREA** - Areas in the park and refuge form one hunting area. Hunters must park in their assigned lots but may walk anywhere in the hunt area. **Hunters may not use vehicles to access additional hunting areas. Hunters must walk to any additional hunting area after parking in assigned lot.** Hunting is allowed ONLY within designated hunt boundaries shown on the map handout. Orange Carsonite posts with orange reflective tape or wide pink flagging mark external boundaries and closed areas. Hunters are not to cross a hunt boundary unless accompanied by park/refuge staff. Exceptions: tree stand area (green reflective tape/orange post) and mobility impaired sites (MI#) are limited to hunters who request assignment when they check in. Hunters may not enter the tree stand area unless assigned or trailing a wounded deer. The area west of Anchorage Road marked with white reflective tape (areas 9 & 10) and the Woodmarsh Trail eagle nest area will only be open the first 2 days of the hunt - treat as a closed area requiring staff assistance on day 3. Vehicles are permitted only on asphalt or gravel roads marked on hunt maps. Deer may be brought to nearest road for pick up except Gunston Road.

**MOBILITY IMPAIRED AREA** - Mobility Impaired (MI) hunters must meet state requirements (permanently unable to walk) and obtain a state certificate for shooting from a vehicle. They will be assigned to normal hunt sites but may choose one of three sites (one hunter per site) set aside for limited mobility. MI hunters must remain within 100' of the designated site. Aides are for set up and retrieval and may remain in vehicle or with hunter. They may not drive deer to the hunter.

**TREE STAND AREA** - This area provides additional safety to the Gunston Road corridor by elevating the hunters so they shoot downward. Hunters may request the tree stand area during check-in. Only hunters with stands will be allowed in this area. Hunters must set up and remain in their stand during hunting hours before 10:00am and after 1:00pm. From 10:00am until 1:00pm, hunters may be on the ground relocating. Weapons must be unloaded while on the ground unless trailing wounded deer.

**HUNTER CHECK IN/OUT** - All hunters must check in at hunter check station at the entrance on High Point Road when starting to hunt or wanting to return to the field after checking a deer. Hunters must check out when leaving the hunt area for any reason. Only hunters with permits will be allowed into the hunt area. The need for a driver or aide must be approved in advance and listed on the permit. Selected hunters will be admitted and checked in at 5:45 am. Any selected hunter that isn't present by 6:15 am will have to line up in the alternate line. Spaces not filled by 6:15 am may be given to alternates. Alternates may also line up at 5:45 am and will be admitted as spaces become available.

**BAG LIMITS AND DEER CHECK** - White-tailed deer are the only legal species that may be hunted. Two deer may be taken at a time before 2:00pm. Any deer taken by 2:00pm, regardless if you have two deer or one, must be checked in at the check station before continuing to hunt. After 2:00pm, hunters may only take one deer at a time and must check the deer at the check station before continuing to hunt. Hunters must make a reasonable effort to retrieve a wounded deer and must report wounded deer to hunt staff. **All deer must be removed from the field whole (field dressed) and presented at the check station. Deer may not be processed (cut up) in the field.** Entrails (guts) must be buried or removed if near a public trail or road.

**TAG BUCKS** in the field. Use your tag on antlered deer including spike bucks. Antlerless deer can be brought to the check station so that a check card can be obtained. If a hunter takes a buck with less than 3 points (illegal deer), the hunters permit **will be voided**. The hunter will also be subject to a ticket and/or fine for the violation and will be unable to keep the deer. Special buck regulations (antler restrictions) will be further explained at the orientation. Deer Management Assistance Program (DMAP) tags are for antlerless deer only and do not count against daily or annual bag - unlimited DMAP deer per day. After checking a deer, the hunter will be allowed to continue to hunt, provided the permit is not voided for taking an illegal deer.

**ADDITIONAL REGULATIONS** - (1) State hunting regulations and refuge and park special regulations apply. (2) Hunters must possess a Virginia hunting license, big game tags, management area permit, and certification card. The license and cert card must be carried in the field while the permit must be visible in the windshield or driver's window on hunt and scout days. (3) Hunters must wear at least 400 square inches of solid blaze orange visible 360° on head, chest, and back in a conspicuous manner at all times in the field, including when in a stand or behind a blind. Camouflaged orange is not acceptable. (4) It is illegal to construct permanent stands or install a nail, spike, or other metal object into trees. Portable stands and blinds must be removed daily. No trees or branches may be cut. Screw-in foot steps and spiked tree stands are prohibited. (5) Hunters may not shoot or hunt within 100 yards of the main roadways within the hunt area. There are no 100 yard buffers along the secondary roads to tree stand area or lots 9, 10, and 18. Shooting across or along any road is prohibited. (6) Hunters may only use or possess weapons and ammunition listed on their certification card. Weapons must be unloaded and cased or broken down except when in the assigned hunt area. (7) No unauthorized persons will be permitted in the hunt area or at the deer check station. Hunter's aides may assist in setup or deer retrieval but cannot remain with the hunter in the field nor may they drive deer to the hunter. Drivers must stay in their vehicle or leave the hunt area when not transporting the hunter. (8) Hunters under 18 must be accompanied by a licensed unarmed adult in visual and verbal contact at all times. Adults may only supervise one youth at a time. Youths may not be left alone in a vehicle while the adult hunts. (9) Possession or use of alcoholic beverage during the hunt is prohibited. Fires are prohibited.

# OCCOQUAN BAY NATIONAL WILDLIFE REFUGE

## HUNT FACT SHEET 2010

U.S. Fish and Wildlife Service, Potomac River NWR Complex, Woodbridge, VA



### Shotgun & Buckshot White-tailed Deer Hunt

This is a management hunt to reduce a deer population using a regulated public hunt limited to shotguns and buckshot - emphasis on doe with limited buck permits. Any hunter who has a Virginia hunting license and big game tags, participates in the lottery, attends an orientation, and certifies with their weapon is eligible to participate. Disabled (MI) hunters are welcome with special accommodations.

### Hunt Dates

December 14 (Tuesday) and December 16 (Thursday) and January 15 (Saturday)

### Special Hunt Regulations:

- Any violation of the permit will result in administrative cancellation and/or criminal charges.
- Youth (anyone under 18) selected for hunt must be accompanied by unarmed licensed adult (min 21 years of age). If accompanied by a selected adult hunter, both youth and adult are allowed to be armed.
- All persons must wear minimum 400 square inches of solid fluorescent orange visible 360 degrees **plus orange hat**.
- Hunters will be assigned to a stand or specific location for safety and dispersion on the one square mile site.
- Two deer can be taken at a time. If two deer are taken, the first deer **MUST** be antlerless; the second deer can be either sex. Deer taken with antlers must be checked in immediately. Once the deer has been checked, the hunter will be allowed to continue to hunt, provided the permit is not voided for taking an illegal deer.
- All bucks must be tagged in the field. Use your tag on antlered deer including spike bucks. Use the DMAP tag for antlerless deer. This is a DMAP hunt and unlimited DMAP tags are available. DMAP tags are for antlerless deer only and do not count against daily or annual bag. Antlerless deer will be brought to the check station, properly checked, and provided a deer check card.
- If a hunter takes a buck with less than 3 points, the hunters permit **will be voided**. Hunter will also be subject to a ticket and/or fine for the violation and will be unable to keep the deer. Special buck regulations (antler restrictions) will be further explained at the orientation.
- Field dress must occur in the field away from roads or trails.
- **All hunters must bring their own FRS two-way radio and tree stand harness.**
- **January 15, 2011 special rule: Hunting on this date is antlerless only.**

### **Permits available 2011**

Estimate 22 per day x 2 days (alternate/standby information will be discussed at orientation)

**Hunters selected in the lottery must certify with their weapon before attending an orientation in order to buy their permit.** These hunters have until 11:45am on October 23, 2010, to buy their permit, after which the permits will be offered to qualified standbys.

### **Orientation**

Applicants must attend an orientation session to learn requirements and safety measures for this hunt and have their certification card stamped with the attendance date. Several sessions are offered to provide a choice for participants. Attending orientation sessions from a previous year, for another hunt, or at another agency's session can not be counted towards this orientation requirement because of annual changes in regulations.

### **Weapons and Certification**

Applicants must certify on a range and are limited to shotgun(s) 20 gauge or larger and #1 or larger buckshot (20 gauge may use #2 or #3 buck). **Certification consist of firing from an off-hand position, one shot at a 14" square target at 25 yards, with a passing scores of at least 3 pellets for 000, 4 for 00 or 0, 5 for #1, 6 for #2, and 7 for #3. Each hunter will be allowed 3 attempts per weapon.**

Weapons and ammo may be added to the certification card any time before the hunt. Only weapons and ammunition qualified with and listed on the certification card may be used or possessed during the hunt. No permit will be issued to any person not certifying on an approved range. All participants must qualify. **Qualification cards from 2008 & 2009 are valid for this years hunt.**

### **Permit Fee**

Hunt permit is **\$20.00** (separate from application fee) - includes one assigned day of hunting. Anyone showing a Golden Age/Senior Pass or Golden Access/Access Pass will be charged half the listed cost. Hunters selected in the lottery must certify with their weapon before attending an orientation in order to buy their permit.

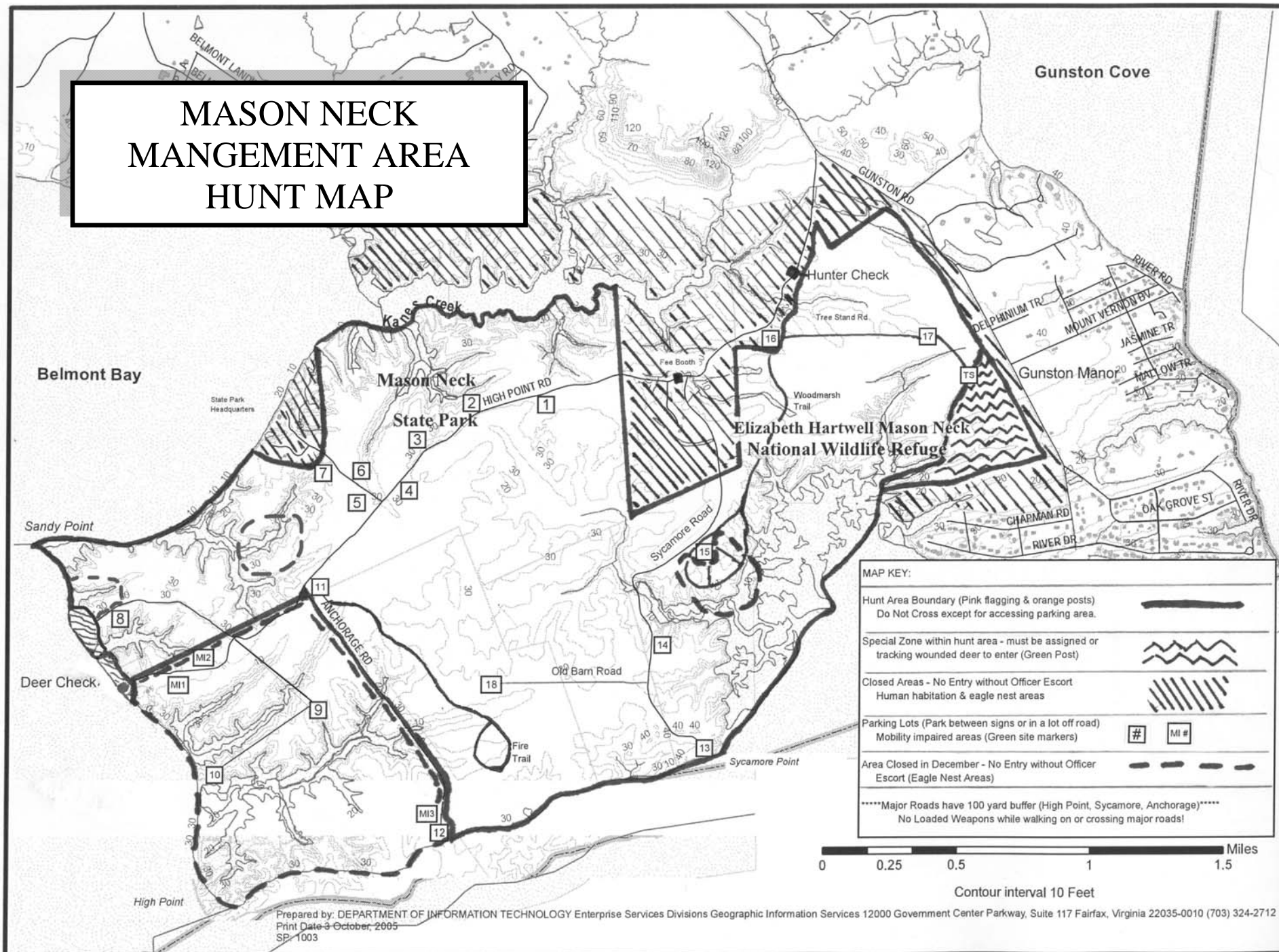
### **Hunt Gate Closure Time and Check In/Out**

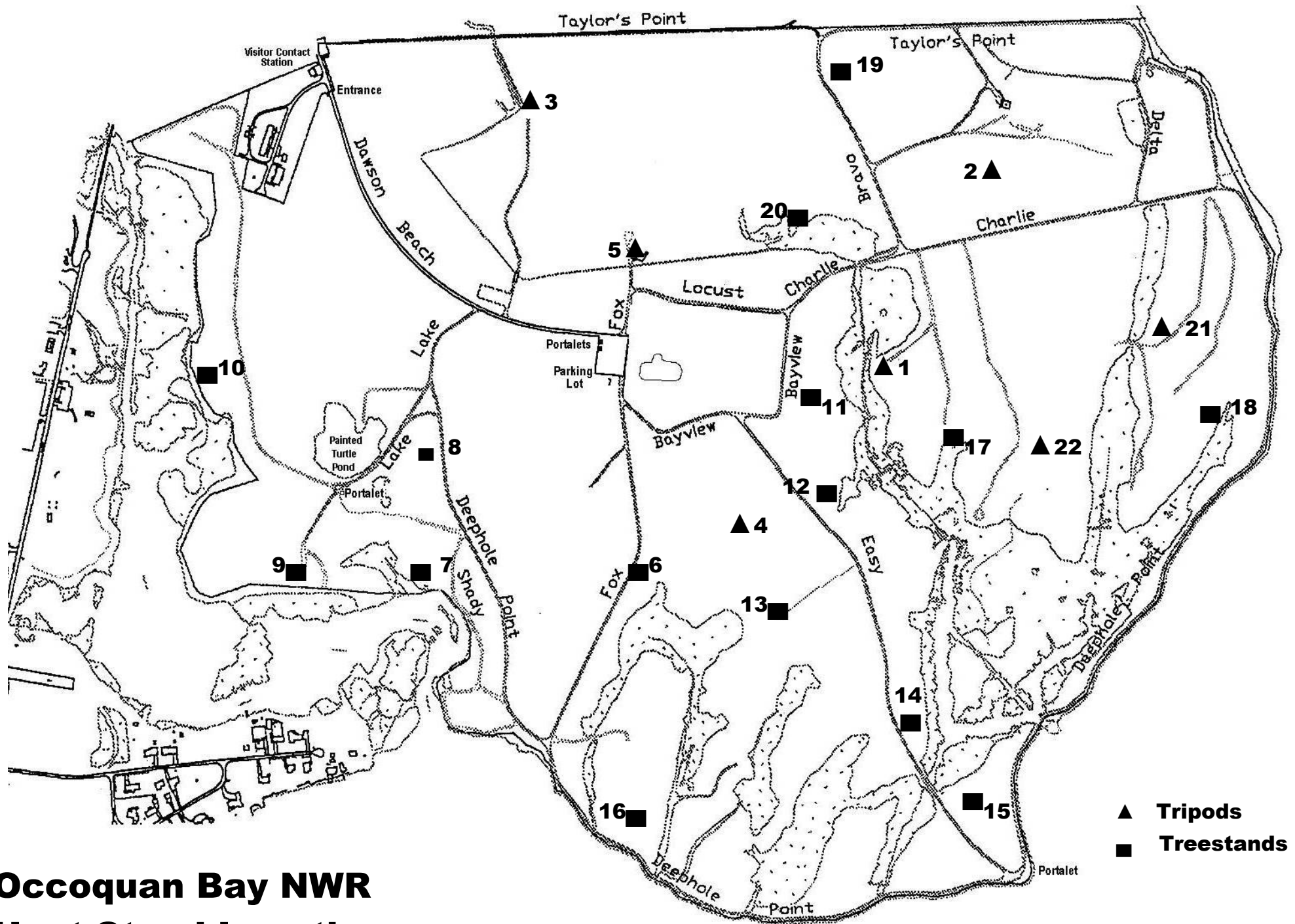
Gates will open at 6:00am and close promptly at 6:30am. Any hunter who has not made it through the gate by 6:30am will not be allowed to hunt for that day. Hunters will proceed to the main parking lot and check in with hunt staff. At 6:45am, hunters will be escorted to their selected hunt stand. All hunters must check out with hunt staff before exiting the refuge.

### **ADDITIONAL REGULATIONS**

- (1) State hunting regulations and refuge and park special regulations apply.
- (2) Hunters must possess a Virginia hunting license, big game tags with at least one buck tag, management area permit, and certification card. The license and cert card must be carried in the field while the permit must be visible in the windshield or driver's window on hunt and scout days.
- (3) Hunters may only use or possess weapons and ammunition listed on their certification card. Weapons must be unloaded and cased or broken down except when in the assigned hunt area.
- (4) No unauthorized persons will be permitted onto the Refuge.
- (5) Hunters under 18 must be accompanied by a licensed unarmed adult in visual and verbal contact at all times. Adults may only supervise one youth at a time. Youths may not be left alone in a vehicle while the adult hunts.
- (6) Possession or use of alcoholic beverage during the hunt is prohibited. Fires are prohibited.

# MASON NECK MANGEMENT AREA HUNT MAP





## **Occoquan Bay NWR** **Hunt Stand Locations**